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STARRING FRITZ





For the 3DO System

Object of the Game

You, our unsuspecting hero, Lance, get a late-nite "fix it" call to a mysterious castle. Upon reactivating the computers, you learn of Dr. Nero Neurosis' master plan... world domination!

"This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772."

A frantic race through the evil playgrounds of the demented Doctor's twisted castle is on!

Fritz, the half-pet, half-human henchman of Dr. Neurosis is out to stop you from thwarting the evil Doctor's plans.

Battle numerous mishaps of science on your mission to reach "The Brain Chamber" where only the most cunning will defeat the wicked Dr. Neurosis!



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Starting the Game for the 3DO System

After the **BrainDead 13** CD has been inserted, an introduction will automatically begin (it may be skipped by pressing the **START** button).

You will then be given the option to view selected demos or begin playing **BrainDead 13**. Use the directional pad to make your selection and then press **START** to begin. In future, you will be able to select "CONTINUE" from where you left off in a previous game or "NEW" to start from the very beginning of the game.



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Pausing/Stopping the Game

To pause the game, press the **START** button. Press **START** again to resume play. To stop playing the game, press **STOP**. You will be asked if you would like to save your current game. Select the **"SAVE GAME"** option which will save your current game position so you can continue later at the exact point where you left off.



Controls

Use the directional pad to control Lance's movement. The directions you will require are **"UP"** (top arrow) to move into the distance, **"DOWN"** (bottom arrow) to move closer, **"LEFT"** (left side arrow) and **"RIGHT"** (right side arrow) on the directional pad. Use the **"B"** button for an action rather than a direction such as jumping, throwing or any other action that is required to complete a scene.

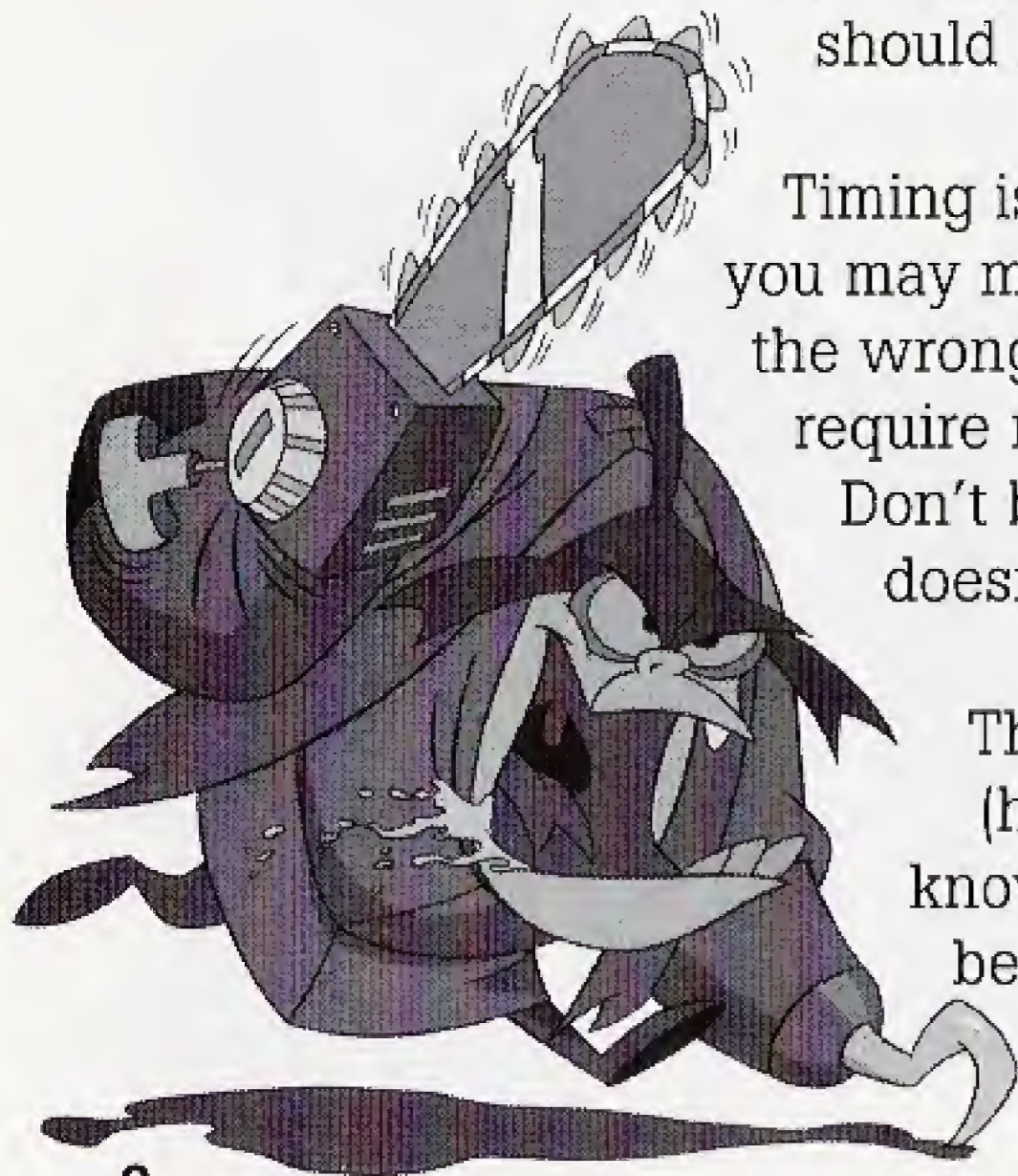


Playing BrainDead 13

You control Lance's reactions to the events that happen around him. As you watch the animation, you must decide which direction Lance should move and when.

Timing is very critical and often you may make a correct move at the wrong time. Many scenes require more than one move. Don't be surprised if Lance doesn't move immediately.

The "Good Beep" (higher tone) lets you know that your move has been accepted.



You must defeat all the characters that you encounter along your mission, including Fritz, to get to Dr. Nero Neurosis himself and win the game!

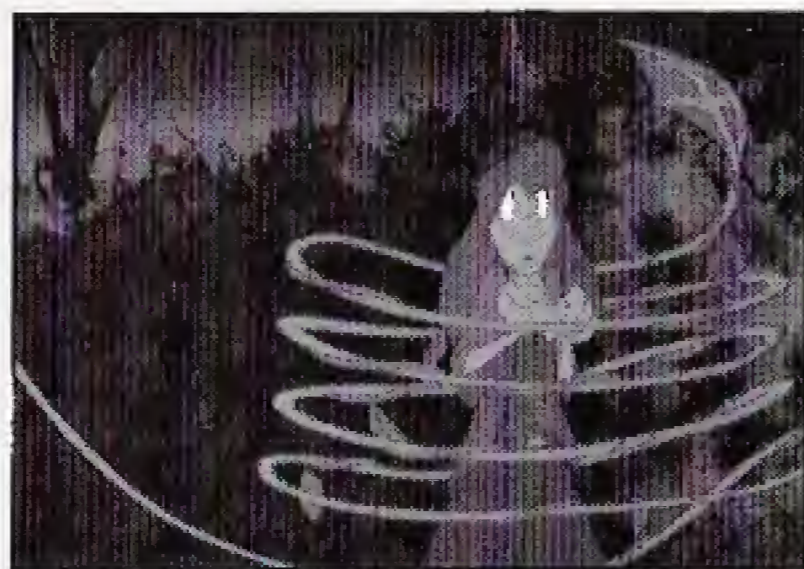
You have an unlimited number of lives in **BrainDead 13** and you'll probably need them all! Keep in mind that timing is critical!



Note: Scenes will not necessarily appear in the following order.

The Garden:

A deadly maze crawling with man-eating vines, spiked pits and killer mushrooms. Fritz won't be far behind, so don't lose your head! Watch the "Statue of Limitations".



Bedroom:

The Slasher may keep you awake, but if he doesn't, the sheets may have a ghostly effect.



Vivi's Funeral Salon:

The voluptuous vampiress will give you more than just a little off the top. The manicure is to die for and the experience could leave you feeling quite drained.



Moose:

Not so bright, but he has an assortment of athletic attacks. Be quick as lightning or you may need some athletic support!



Witches:

In two separate rooms, sisters Evil Left Iris and Evil Right Iris will try and make your visit a CATastrophe. They'd like to have you for dinner, so make other plans and keep your eyes peeled!



Cellar:

Keep a cool head... the centipede has a leg up on you and the spider is looking to weave a tangled web.



Kitchen:

Cajun cookin' is the special today... the gator has something hot 'n spicy in mind for you! If you can't stand the heat, stay away from the stove!



Trophy Room:

The symbols of excellence will hunt you down and Yeti will certainly wedge his way into your life.



Fritz Room:

One-on-one, hand to hand combat. Do battle with Fritz and move to the final destination...

“The Brain Chamber”!



Library:

The Librarian may throw some literary expression at you and the Bookworms will feed off your visit.



Conservatory:

The marionette may look friendly, but there's strings attached!



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